

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1 1. (Currently Amended) A system for positive-return gambling, comprising:
2 at least one token account for tracking tokens associated with a first one of
3 a plurality of players;
4 a gambling game apparatus, coupled to the at least one token account,
5 configured to award tokens and to credit and debit the at least one token account responsive to
6 gameplay of the first user in a game provided by the apparatus, the gambling game apparatus
7 providing a statistically positive token return to the players, wherein tokens are credited or
8 debited to the at least one token account at each of a plurality of payout events associated with
9 the game, each payout event having an associated payout value in tokens and an odds of
10 occurrence, wherein for each payout event, the payout value multiplied by the odds of
11 occurrence produces a yield per token bet, wherein a total of the yields per token bet for all
12 payout events is greater than one, and wherein one or more payout events have a token payout
13 value that is less than a number of tokens bet and wherein said one or more payout events have a
14 combined odds of occurrence of greater than 50 percent; and
15 a token conversion module for converting tokens according to a token
16 value determined based on a total number of tokens in a set of tokens, wherein the total number
17 of tokens varies, and wherein a total value of all tokens in the set of tokens is constant, ~~and~~
18 ~~wherein the total value of all tokens is derived from a source other than the players.~~

1 2. (Original) The system of claim 1, wherein the token conversion module
2 comprises a lottery module for randomly selecting at least one token from the set of tokens, and
3 awarding at least one predefined prize to a player whose account contains the selected token.

1 3. (Original) The system of claim 1, wherein the token conversion module
2 determines a cash value for each token by dividing a predetermined cash award by the number of
3 tokens in the set of tokens.

1 4. (Original) The system of claim 3, further comprising a payout module,
2 coupled to the token conversion module, for paying at least a subset of the players the cash value
3 of at least a subset of the tokens in the player's token account.

1 5. (Original) The system of claim 1, wherein the set of tokens comprises all
2 tokens awarded to all players.

1 6. (Original) The system of claim 1, wherein the set of tokens comprises all
2 tokens awarded within a defined time period.

1 7. (canceled)

1 8. (currently amended) The system of claim 1, wherein the token conversion
2 module automatically converts tokens at the expiry of a predetermined time period.

1 9. (currently amended) The system of claim 1, wherein ~~the gambling game~~
2 ~~apparatus presents a gambling game to be played by a player, and credits and debits the player's~~
3 ~~token account based on the play of the player~~ the token conversion module automatically
4 converts tokens on a daily basis.

1 10. (Original) The system of claim 1 claim 9, wherein the gambling game
2 comprises one is selected from the group consisting of:

3 video poker;

4 slot machine;

5 blackjack;

6 roulette;

7 sports pool;

8 sports book;
9 keno;
10 bingo; and
11 solitaire.

1 11. (Canceled)

1 12. (Currently Amended) The system of claim 9, wherein the token
2 conversion module automatically converts tokens after a predetermined number of definable
3 units of gameplay.

1 13. (Original) The system of claim 12, wherein each definable unit of
2 gameplay comprises a game.

1 14. (Original) The system of claim 1, wherein each token account is
2 persistent over at least two gaming sessions.

1 15. (Original) The system of claim 1, wherein each token account expires
2 after a predetermined time period.

1 16. (Original) The system of claim 1, wherein the gambling game apparatus
2 comprises a network-enabled user interface for accepting input and providing output across a
3 network.

1 17. (Original) The system of claim 16, wherein the network comprises the
2 Internet.

1 18. (Original) The system of claim 1, wherein the gambling game apparatus
2 comprises an automated game machine.

1 19. (canceled)

1 20. (Currently amended) A method of providing positive-return gambling,
2 comprising:
3 awarding an initial quantity of tokens to at least one player;
4 crediting and debiting at least one player with tokens responsive to the gameplay
5 of the player in a gambling game, the gambling game providing a statistically positive token
6 return to players, wherein tokens are credited or debited to the at least one token account at each
7 of a plurality of payout events associated with the game, each payout event having an associated
8 payout value in tokens and an odds of occurrence, wherein for each payout event, the payout
9 value multiplied by the odds of occurrence produces a yield per token bet, wherein a total of the
10 yields per token bet for all payout events is greater than one, and wherein one or more payout
11 events have a token payout value that is less than a number of tokens bet and wherein said one or
12 more payout events have a combined odds of occurrence of greater than 50 percent; and
13 converting tokens according to a token value determined based on a total number
14 of tokens in a set of tokens, wherein the total number of tokens in the set varies, and wherein a
15 total value of all tokens in the set of tokens is constant, ~~and wherein the total value of all tokens~~
16 ~~is derived from a source other than the players.~~

1 21. (Original) The method of claim 20, wherein converting tokens comprises
2 randomly selecting at least one token from the set of tokens, and awarding at least one
3 predefined prize to a player having the selected token.

1 22. (Original) The method of claim 20, wherein converting tokens comprises
2 determining a cash value for each token by dividing a predetermined cash award by the number
3 of tokens in the set of tokens.

1 23. (Original) The method of claim 22, further comprising paying at least a
2 subset of the players the cash value of at least a subset of the tokens in the player's token
3 account.

1 24. (Original) The method of claim 20, wherein the set of tokens comprises
2 all tokens awarded to all players.

1 25. (Original) The method of claim 20, wherein the set of tokens comprises
2 all tokens awarded within a defined time period.

1 26. (Currently amended) The method of claim 20, wherein the step of
2 converting tokens is automatically performed at the expiry of a predetermined time period.

1 27. (Currently amended) The method of claim 20, wherein the gambling
2 game ~~comprises one~~ is selected from the group consisting of:

3 video poker;
4 slot machine;
5 blackjack;
6 roulette;
7 sports pool;
8 sports book;
9 keno;
10 bingo; and
11 solitaire.

1 28. (Canceled)

1 29. (Currently amended) The method of claim 20, wherein the step of
2 converting tokens is performed automatically after a predetermined number of definable units of
3 gameplay.

1 30. (Original) The method of claim 29, wherein each definable unit of
2 gameplay comprises a game.

1 31. (Original) The method of claim 20, wherein tokens are persistent over at
2 least two gaming sessions.

1 32. (Original) The method of claim 20, wherein tokens expire after a
2 predetermined time period.

1 33. (Original) The method of claim 20, wherein the gambling game is
2 implemented using a network-enabled user interface for accepting input and providing output
3 across a network.

1 34. (Canceled)

1 35. (Original) The method of claim 20, wherein the gambling game is
2 implemented on an automated game machine.

1 36. (canceled)

1 37. (Currently amended) A computer-readable medium comprising computer-
2 readable code for providing positive-return gambling, comprising:

3 computer-readable code adapted to award an initial quantity of tokens to at least
4 one player;

5 computer-readable code adapted to credit and debit at least one player with tokens
6 responsive to the gameplay of the player in a gambling game, the gambling game providing a
7 statistically positive token return to players, wherein tokens are credited or debited to the at least
8 one token account at each of a plurality of payout events associated with the game, each payout
9 event having an associated payout value in tokens and an odds of occurrence, wherein for each
10 payout event, the payout value multiplied by the odds of occurrence produces a yield per token
11 bet, wherein a total of the yields per token bet for all payout events is greater than one, and
12 wherein one or more payout events have a token payout value that is less than a number of

13 tokens bet and wherein said one or more payout events have a combined odds of occurrence of
14 greater than 50 percent; and

15 computer-readable code adapted to convert tokens according to a token value
16 determined based on a total number of tokens in a set of tokens, wherein the total number of
17 tokens in the set varies, and wherein a total value of all tokens in the set of tokens is constant,
18 ~~and wherein the total value of all tokens is derived from a source other than the players.~~

1 38. (Original) The computer-readable medium of claim 37, wherein the
2 computer-readable code adapted to convert tokens comprises computer-readable code adapted to
3 randomly select at least one token from the set of tokens, and award at least one predefined prize
4 to a player having the selected token.

1 39. (Original) The computer-readable medium of claim 37, wherein the
2 computer-readable code adapted to convert tokens comprises computer-readable code adapted to
3 determine a cash value for each token by dividing a predetermined cash award by the number of
4 tokens in the set of tokens.

1 40. (Original) The computer-readable medium of claim 39, further
2 comprising computer-readable code adapted to pay at least a subset of the players the cash value
3 of at least a subset of the tokens in the player's token account.

1 41. (Original) The computer-readable medium of claim 37, wherein the set of
2 tokens comprises all tokens awarded to all players.

1 42. (Original) The computer-readable medium of claim 37, wherein the set of
2 tokens comprises all tokens awarded within a defined time period.

1 43. (Currently amended) The computer-readable medium of claim 37,
2 wherein the computer-readable code adapted to convert tokens automatically operates at the
3 expiry of a predetermined time period.

1 44. (Currently amended) The computer-readable medium of claim 37,
2 wherein the gambling game ~~comprises one~~ is selected from the group consisting of:

3 video poker;
4 slot machine;
5 blackjack;
6 roulette;
7 sports pool;
8 sports book;
9 keno;
10 bingo; and
11 solitaire.

1 45. (Canceled)

1 46. (Currently amended) The computer-readable medium of claim 37,
2 wherein the computer-readable code adapted to convert tokens operates automatically after a
3 predetermined number of definable units of gameplay.

1 47. (Original) The computer-readable medium of claim 46, wherein each
2 definable unit of gameplay comprises a game.

1 48. (Original) The computer-readable medium of claim 37, wherein tokens
2 are persistent over at least two gaming sessions.

1 49. (Currently amended) The computer-readable medium of claim 37,
2 wherein tokens automatically expire after a predetermined time period.

1 50. (Original) The computer-readable medium of claim 37, wherein the
2 gambling game is implemented using a network-enabled user interface for accepting input and
3 providing output across a network.

1 51. (Original) The computer-readable medium of claim 50, wherein the
2 network comprises the Internet.

1 52. (Original) The computer-readable medium of claim 37, wherein the
2 gambling game is implemented on an automated game machine.

1 53. (Canceled)

1 54. (Canceled)

1 55. (Currently amended) The system of claim 1, wherein the total value of all
2 tokens is derived from ~~the source~~ is an account funded by one or more advertisers.

1 56. (Canceled)

1 57. (Canceled)

1 58. (New) The system of claim 1, wherein the total value of all tokens is
2 derived from a source other than the players.

1 59. (New) The system of claim 1, wherein the total value of all tokens is
2 derived from a source other than a provider of the game apparatus.

1 60. (New) The system of claim 1, wherein at least one payout event has a
2 zero token payout value and an odds of occurrence of greater than 50 percent.

1 61. (New) A system for positive-return gambling, comprising:
2 at least one token account for tracking tokens associated with a first one of
3 a plurality of players;
4 a gambling game apparatus, coupled to the at least one token account,
5 configured to award tokens and to credit and debit the at least one token account responsive to

6 gameplay of the first user in a game provided by the apparatus, the gambling game apparatus
7 providing a statistically positive token return to the players; and
8 a module, coupled to the at least one token account, for converting tokens
9 into entries for one or more prize drawings.

1 62. (New) The system of claim 61, wherein tokens are credited or debited to
2 the at least one token account at each of a plurality of payout events associated with the game,
3 each payout event having an associated payout value in tokens and an odds of occurrence,
4 wherein for each payout event, the payout value multiplied by the odds of occurrence produces a
5 yield per token bet, wherein a total of the yields per token bet for all payout events is greater than
6 one, and wherein one or more payout events have a token payout value that is less than a number
7 of tokens bet and wherein said one or more payout events have a combined odds of occurrence
8 of greater than 50 percent.